

20
↓

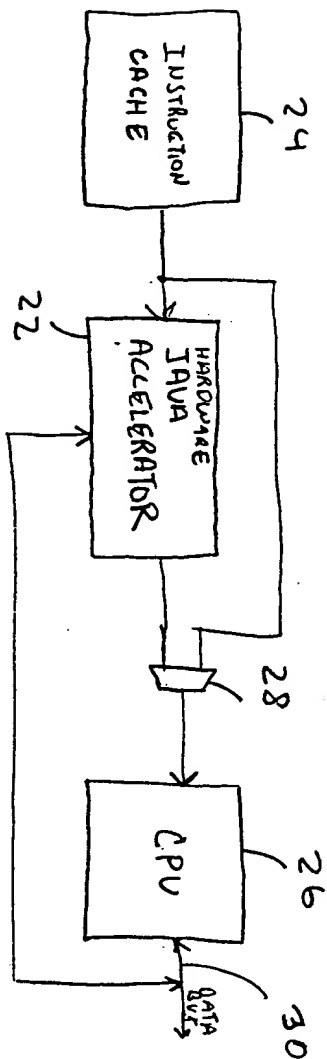


FIGURE 1

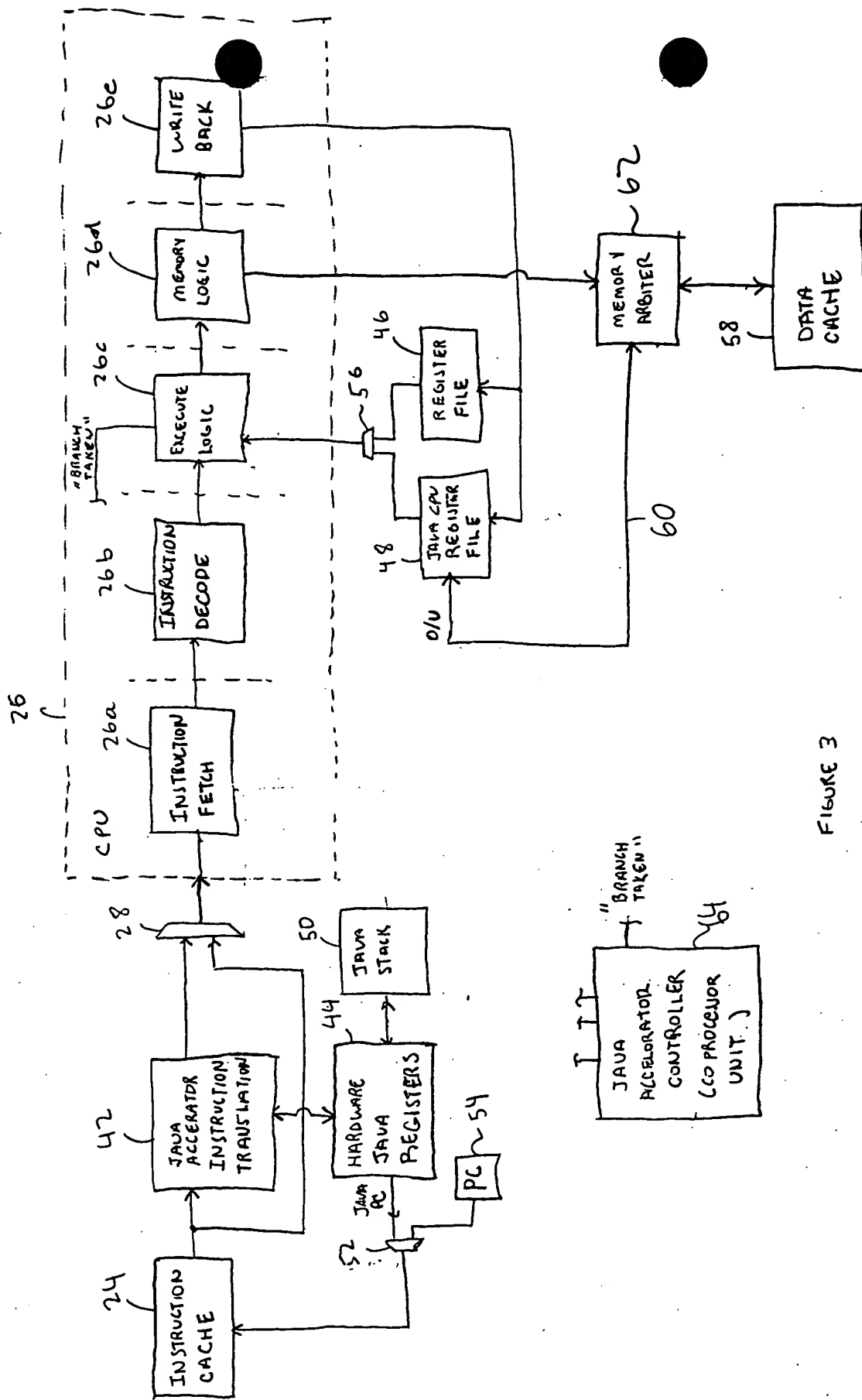


FIGURE 3

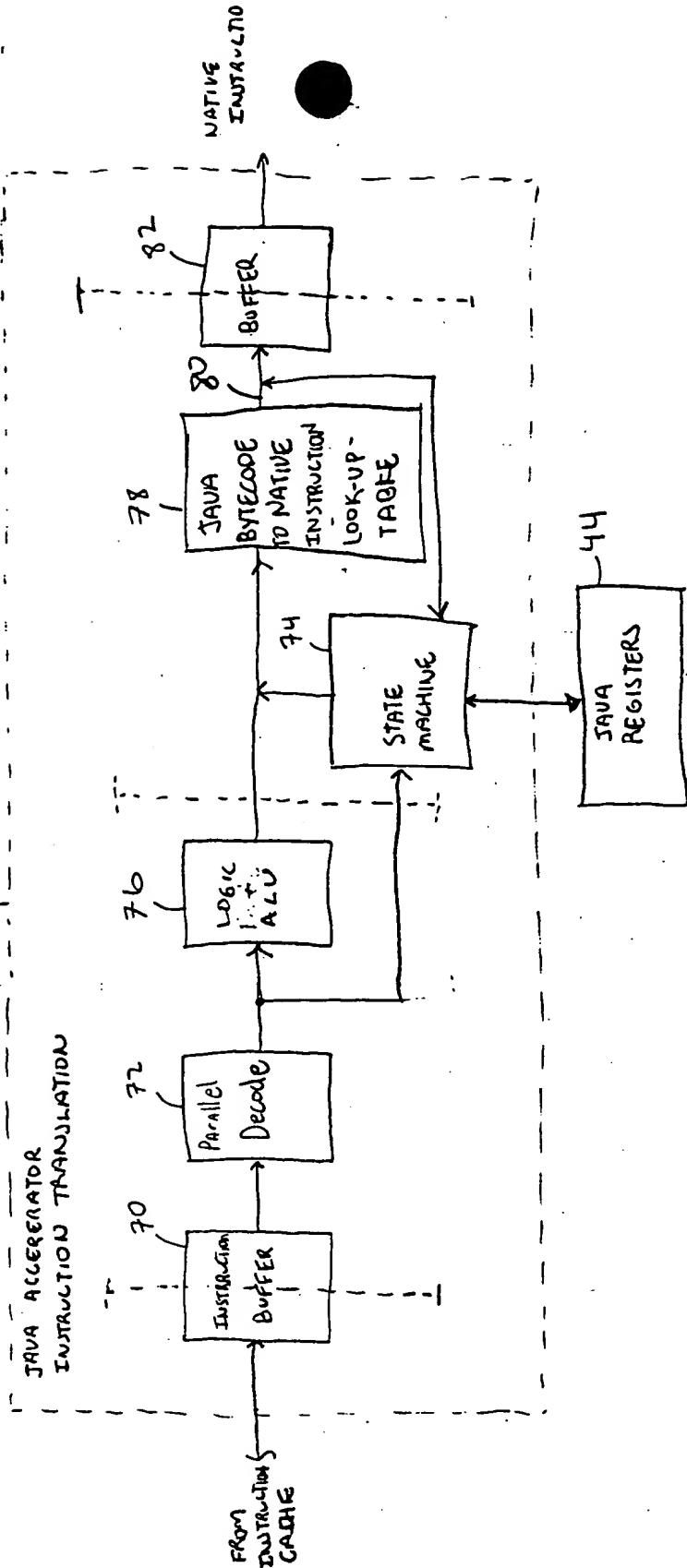


FIGURE 4

I. INSTRUCTION TRANSLATION

JAVA
BYTECODE

iadd

⇒

NATIVE
INSTRUCTION

ADD R1, R2

II. JAVA REGISTER

PC = VALUE A
OPTOP = VALUE B
 (R1)
VAR = VALUE C

⇒

PC = VALUE A + 1
OPTOP = VALUE B - 1
 (R2)
VAR = VALUE C

III. JAVA CPU REGISTER FILE

- R0 0001
contains value of top of operand stack → R1 0150
R2 1210
R3 0007
R4 0005
R5 0006
contains first variable → R6 1221
R7 1361

⇒

Not a valid stack value → R0 0001
R1 0150
contains value of the top of operand stack → R2 1360
R3 0007
R4 0005
R5 0006
R6 1221
R7 1361

IV. MEMORY

OPTOP = VALUE B ⇒ D156
(VALUE B - 1) - 1210
 - 0007
 - 0005
 - 0006
 - 0001
 - 4427

⇒

- 0150
OPTOP = VALUE B - 1 - 1360
 - 0007
 - 0005
 - 0006
 - 0001
 - 4427

VAR - VALUE C - 1221
 - 1361
 - 1101

VAR = VALUE C - 1221
 - 1361
 - 1101

FIGURE 5

096270130000

TRANSLATION

NATIVE INSTRUCTION

ADD R6, R1

PC = VALUE A
OPTOP = VALUE B
 (CR1)
VAR = VALUE C

⇒

PC =	VALUE A + 2
OPTOP =	VALUE B (R1)
VAR =	VALUE C

Contains	→	R0	0001
VALUE		R1	0150
OF TOP		R2	1210
OF OPERAND		R3	0007
STACK		R4	0005
		R5	0006
CONTAINS	→	R6	1221
FIRST		R7	1361
VARIABLE			

	R0	0001
contains	→ R1	1371
value	R2	1210
of top	R3	0007
of stack	R4	0005
	R5	0006
Contains	→ R6	1221
first	R7	1361
variable		

OPTOP = VALUE B - 0150
- 1210
- 0007
- 0005
- 0006
- 0001
- 4427

$$\begin{array}{r} \text{VAR} = \text{VALUE C} \\ - 1221 \\ - 1361 \\ - 1101 \end{array}$$

```

OPTOP= VALUEB - 1371
                - 1210
                - 0007
                - 0005
                - 0006
                - 0001
                - 4427

```

VAR = VALVEC - 1221
- 1361
- 1101

FIGURE 6

Opcodes Mnemonic	Opcode xHH	Excep Gen
nop	0x00	
aconst_null	x01	
iconst_m1	x02	
iconst_n(0-5)	x03 - x08	
lconst_n(0-1)	x09 - x0a	
fconst_n(0-2)	x0c - x0d	
dconst_n(0-1)	x0e - x0f	
bipush	x10	
sipush	x11	
ldc	x12	y
ldc_w	x13	y
ldc2_w	x14	y
iload	x15	
lload	x16	
fload	x17	
dload	x18	
aload	x19	
iload_n(0-3)	x1a - x1d	
lload_n(0-3)	x1e - x21	
fload_n(0-3)	x22 - x25	
dload_n(0-3)	x26 - x29	
aload_n(0-3)	x2a - x2d	
iaload	x2e	
laload	x2f	
faload	x30	
daload	x31	
aaload	x32	
baload	x33	
caload	x34	
saload	x35	
istore	x36	
lstore	x37	
fstore	x38	
dstore	x39	
astore	x3a	
istore_n(0-3)	x3b - x3e	
lstore_n(0-3)	x3f - x42	
fstore_n(0-3)	x43 - x46	
dstore_n(0-3)	x47 - x4a	
astore_n(0-3)	x4b - x4e	
iastore	x4f	
lastore	x50	
fastroe	x51	
dastore	x52	
bastore	x53	
aastore	x54	
castroe	x55	
sastore	x56	

FIGURE 7A

pop	x57	
pop2	x58	
dup	x59	
dup_x1	x5a	
dup_x2	x5b	
dup2	x5c	
dup2_x1	x5d	
dup2_x2	x5e	
swap	x5f	
iadd	x60	
ladd	x61	
fadd	x62	y
dadd	x63	y
isub	x64	
lsub	x65	
fsub	x66	y
dsub	x67	y
imul	x68	
lmul	x69	
fmul	x6a	y
dmul	x6b	y
idiv	x6c	y
ldiv	x6d	y
fdiv	x6e	y
ddiv	x6f	y
irem	x70	y
lrem	x71	y
frem	x72	y
drem	x73	y
ineg	x74	
lneg	x75	
fneg	x76	y
dneg	x77	y
ishl	x78	
lshl	x79	
ishr	x7a	
lshr	x7b	
iushr	x7c	
lushr	x7d	
iand	x7e	
land	x7f	
ior	x80	
lor	x81	
ixor	x82	
lxor	x83	
iinc	x84	
i2l	x85	y
i2f	x86	y
i2d	x87	y
l2i	x88	y
l2f	x89	y
l2d	x8a	y

FIGURE 7 B

athrow	xbf	y
checkcast	bo	y
instanceof	xc1	y
monitorenter	xc2	y
monitorexit	xc3	y
wide	xc4	y
multianewarray	xc5	y
ifnull	xc6	y
ifnonnull	xc7	y
goto_w	xc8	
jsr_w	xc9	
ldc_quick	xcb	y
ldc_w_quick	xcc	y
ldc2_w_quick	xcd	y
getfield_quick	xce	y
putfield_quick	xcf	y
getfield2_quick	xd0	y
putfield2_quick	xd1	y
getstatic_quick	xd2	y
putstatic_quick	xd3	y
gtestatic2_quick	xd4	y
putstatic2_quick	xd5	y
invokevirtual_quick	xd6	y
invokenonvirtual_quick	xd7	y
invokesuper_quick	xd8	y
invokestatic_quick	xd9	y
invokeinterface_quick	xda	y
invokevirtualobject_quick	xdb	y
new_quick	xdc	y
anewarray_quick	xde	y
multinewarray_quick	xdf	y
checkcast_quick	xe0	y
instanceof_quick	xe1	y
invokevirtual_quick_w	xe2	y
getfield_quick_w	xe3	y
putfield_quick_w	xe4	y
breakpoint	xca	y
impdep1	xfe	y
impdep2	xff	y

FIGURE 7 D

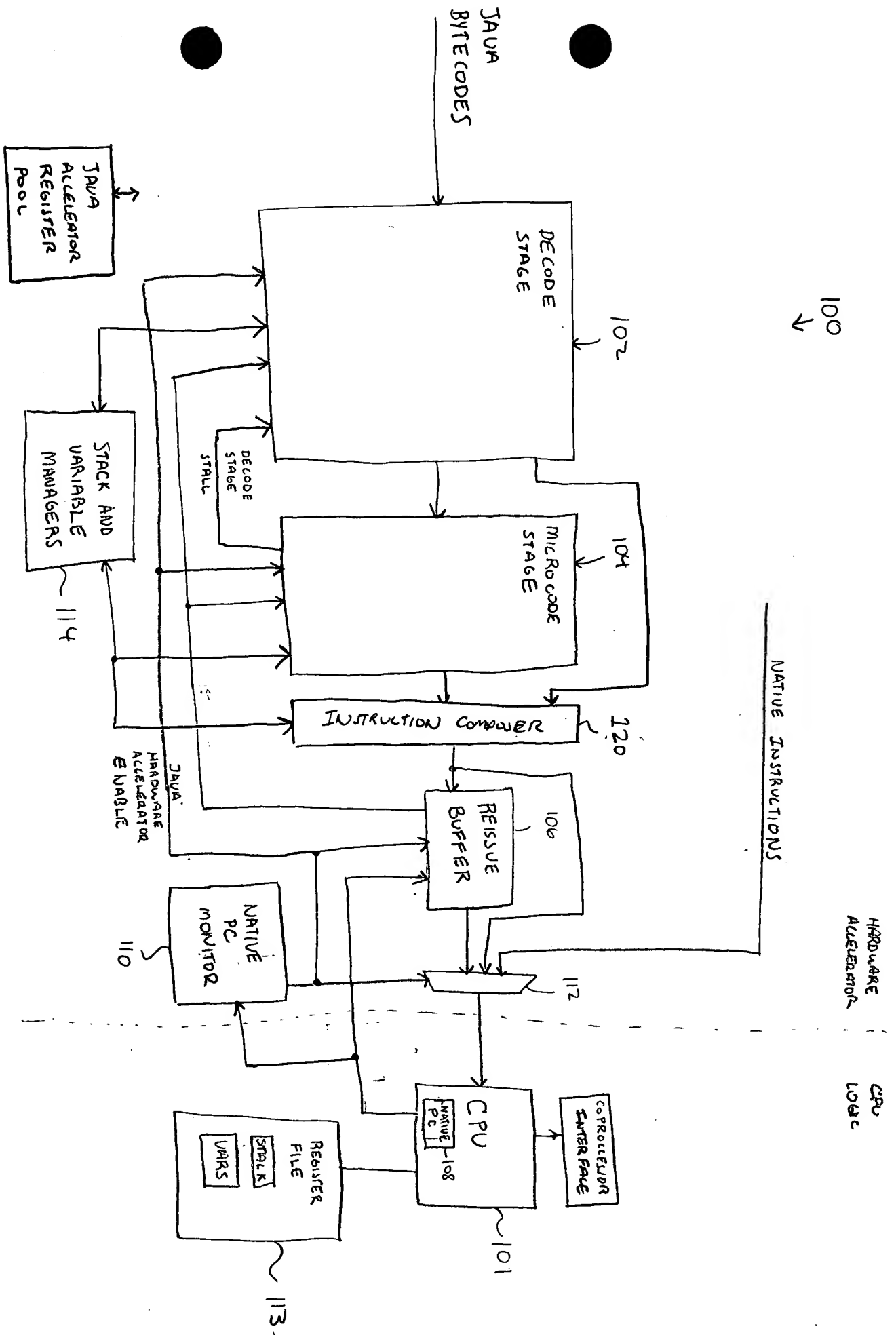
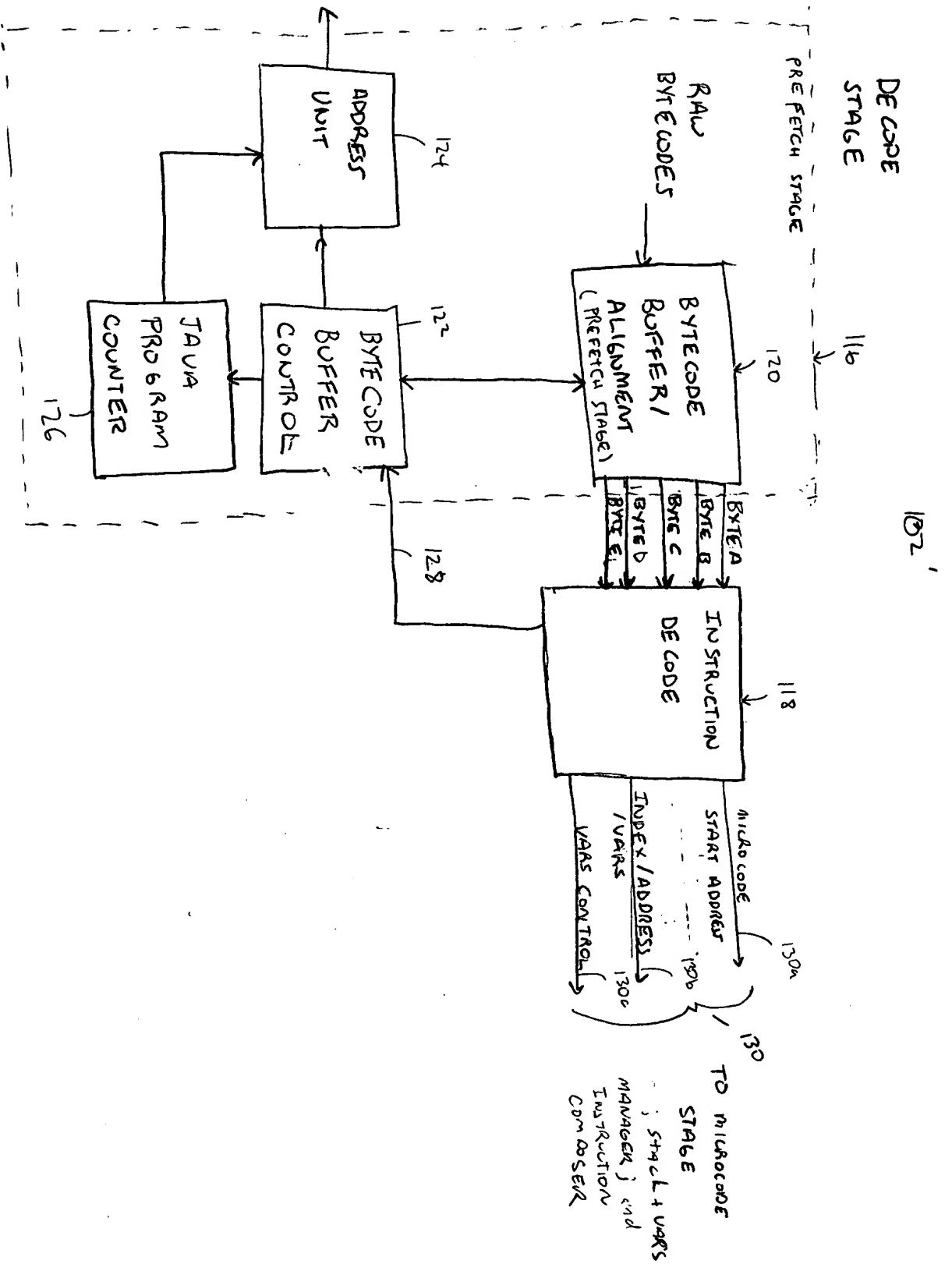


FIGURE 8

066726



118

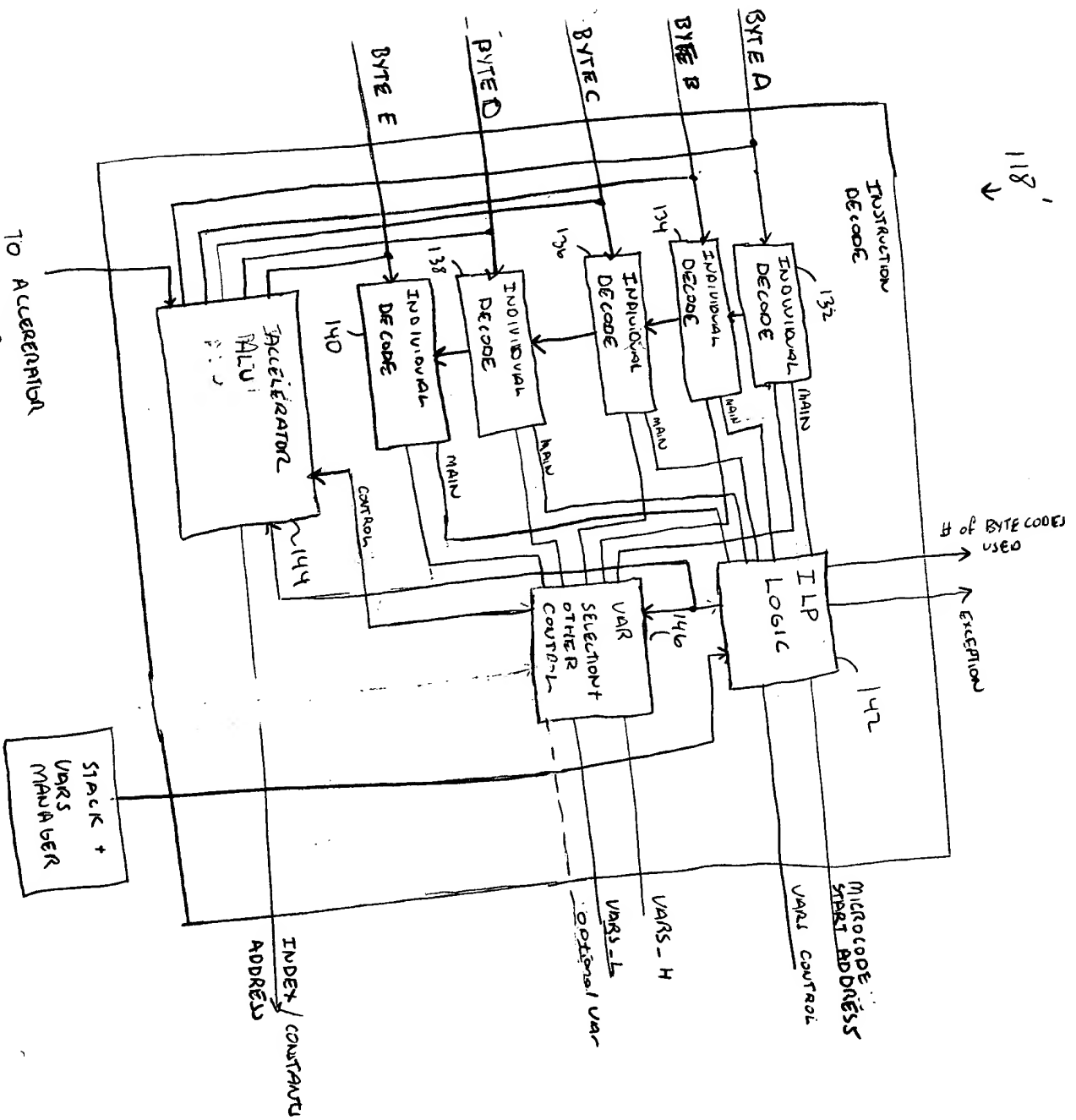
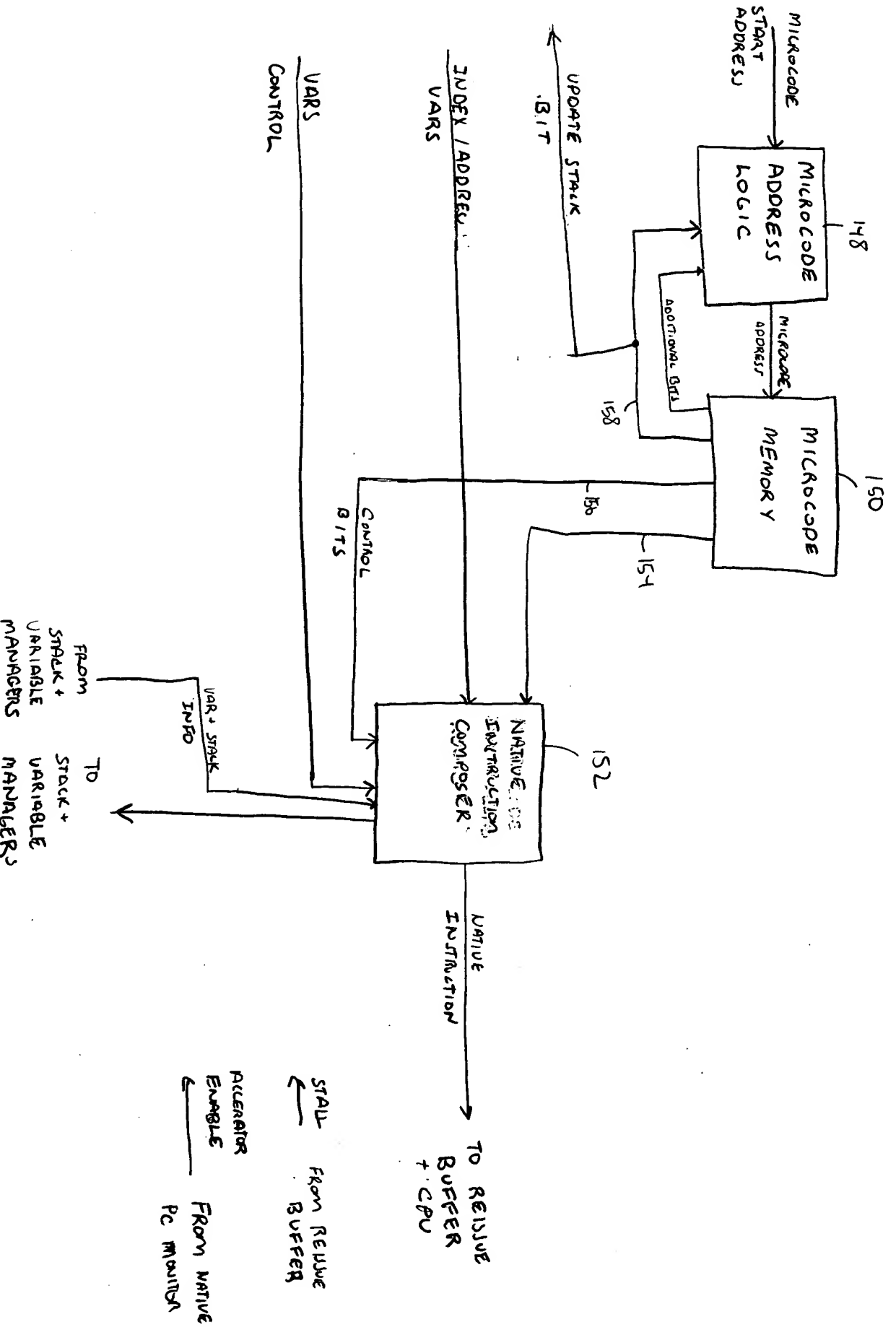


FIGURE 10

MICRO CODE
STAGE

104 ↓



148"

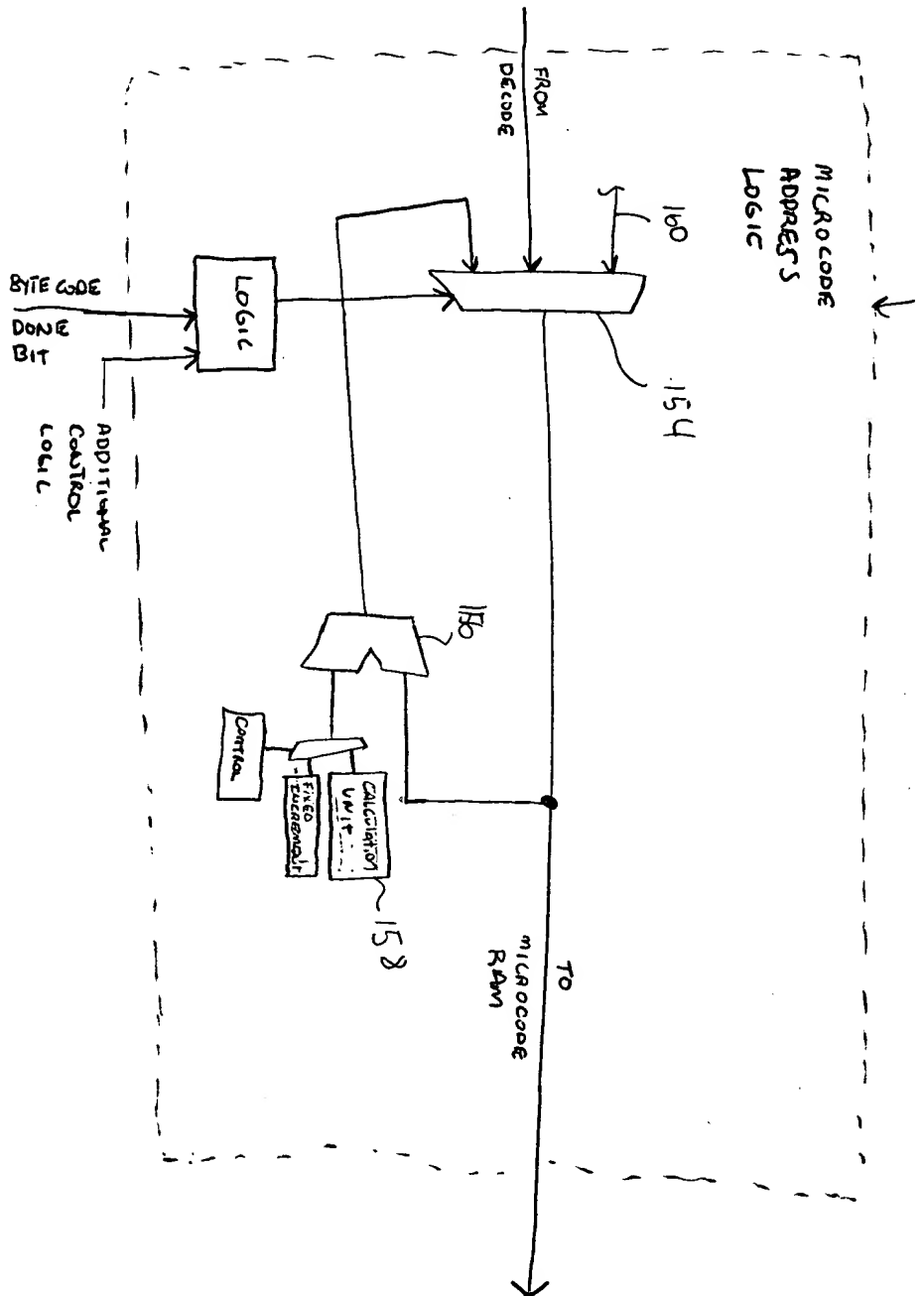


FIGURE 12

0968777-101300

152' ↓

NATIVE
INSTRUCTION
COMPOSER
UNIT

0-31

0-15

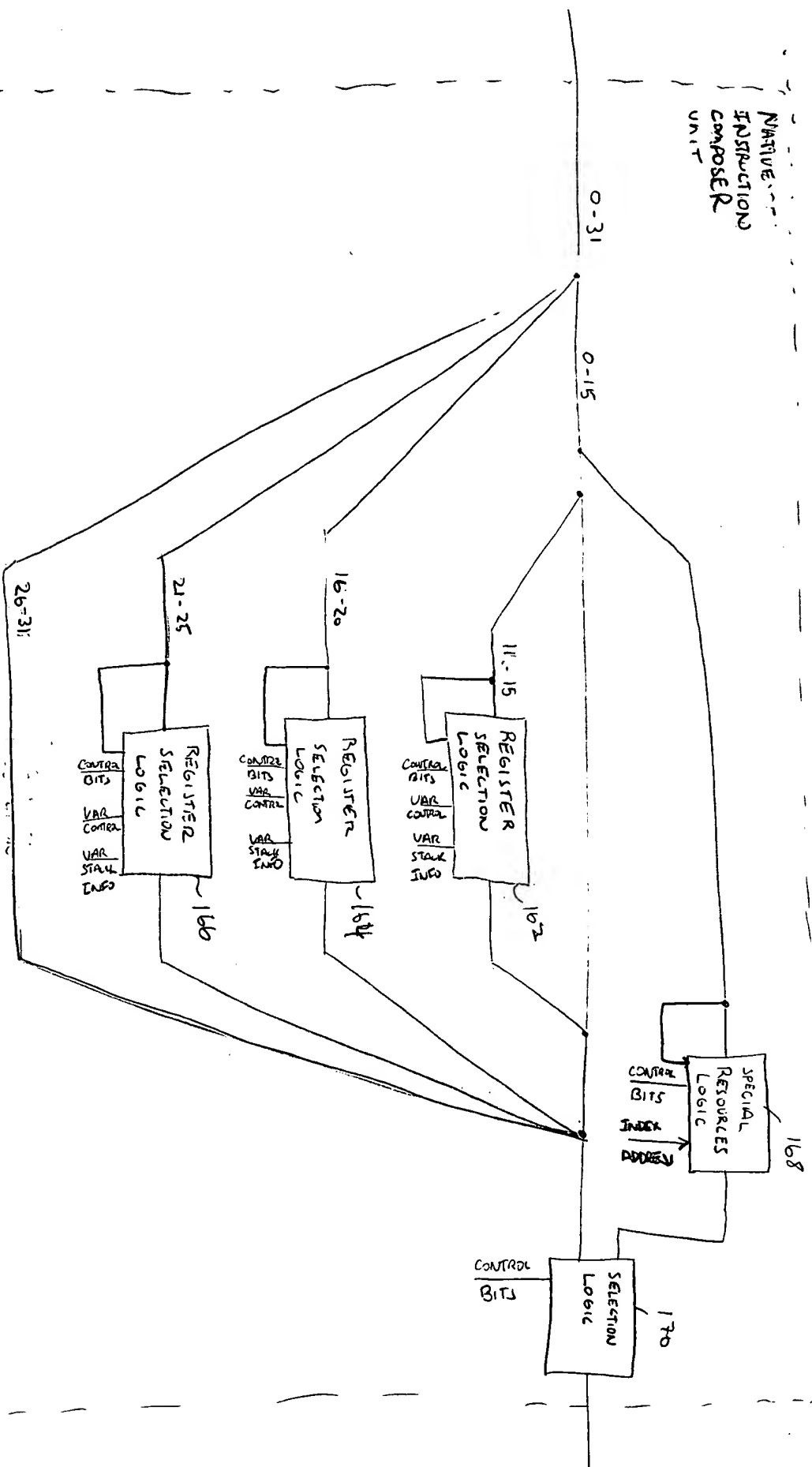


FIGURE 13

0968777 401300

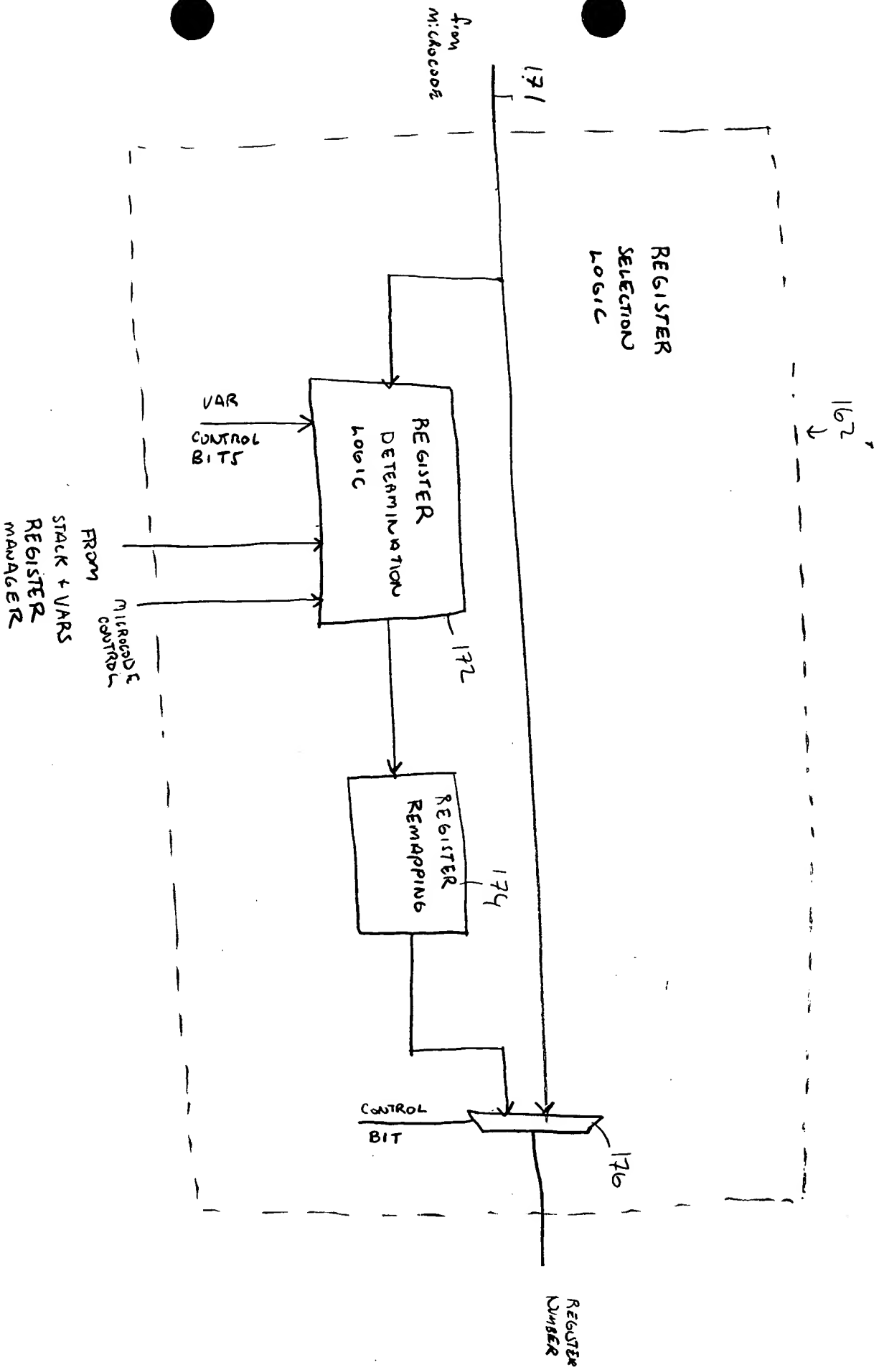


FIGURE 14
0568777 101300

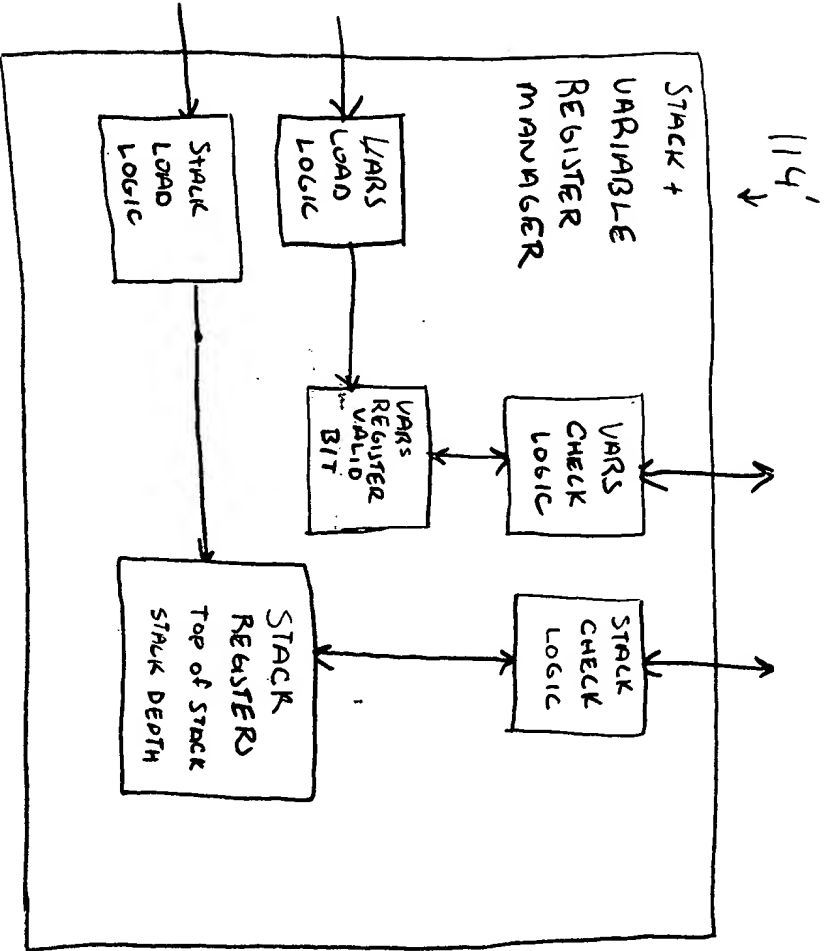


FIGURE 15

ALTERNATE

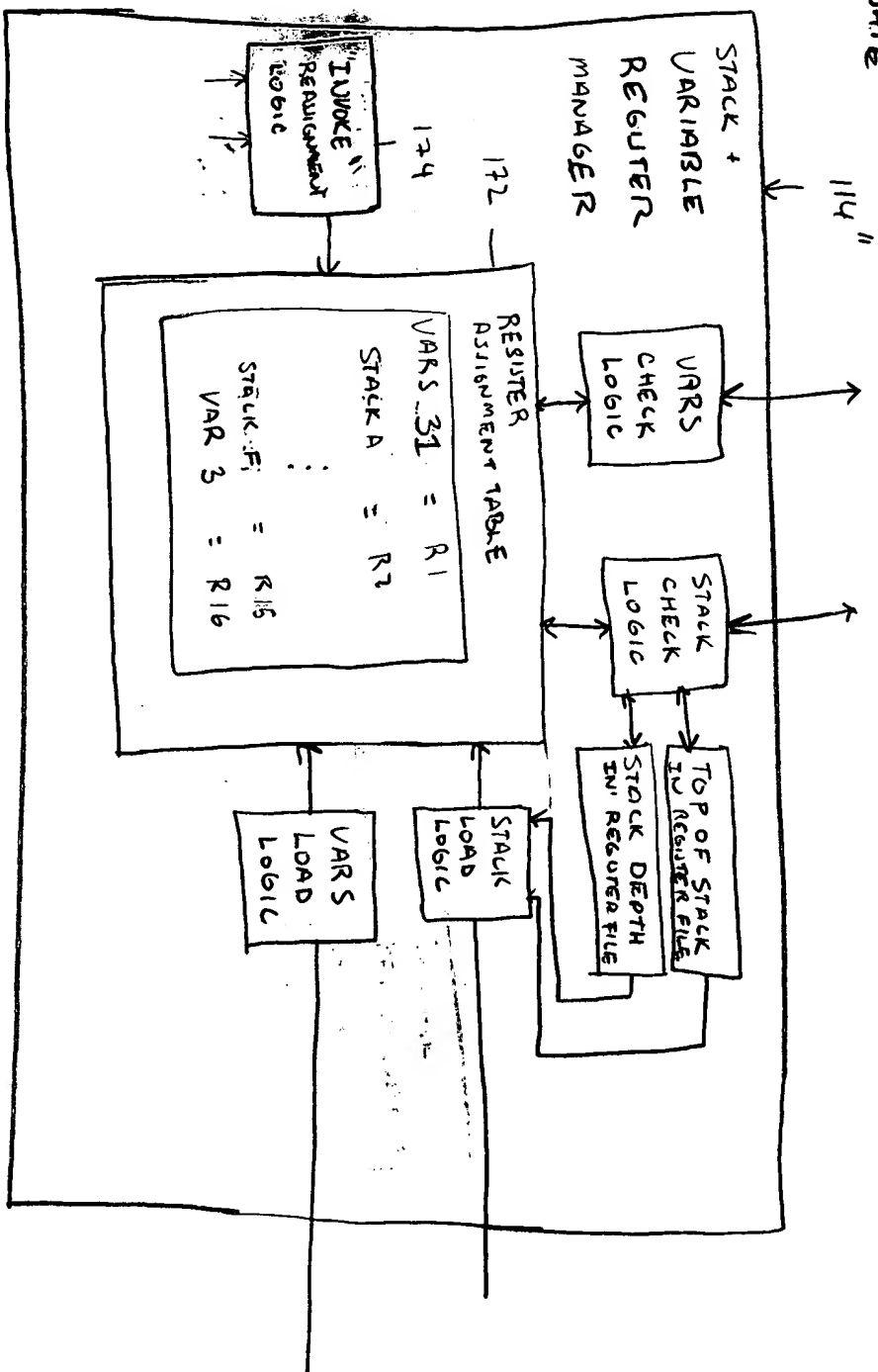


Figure 16

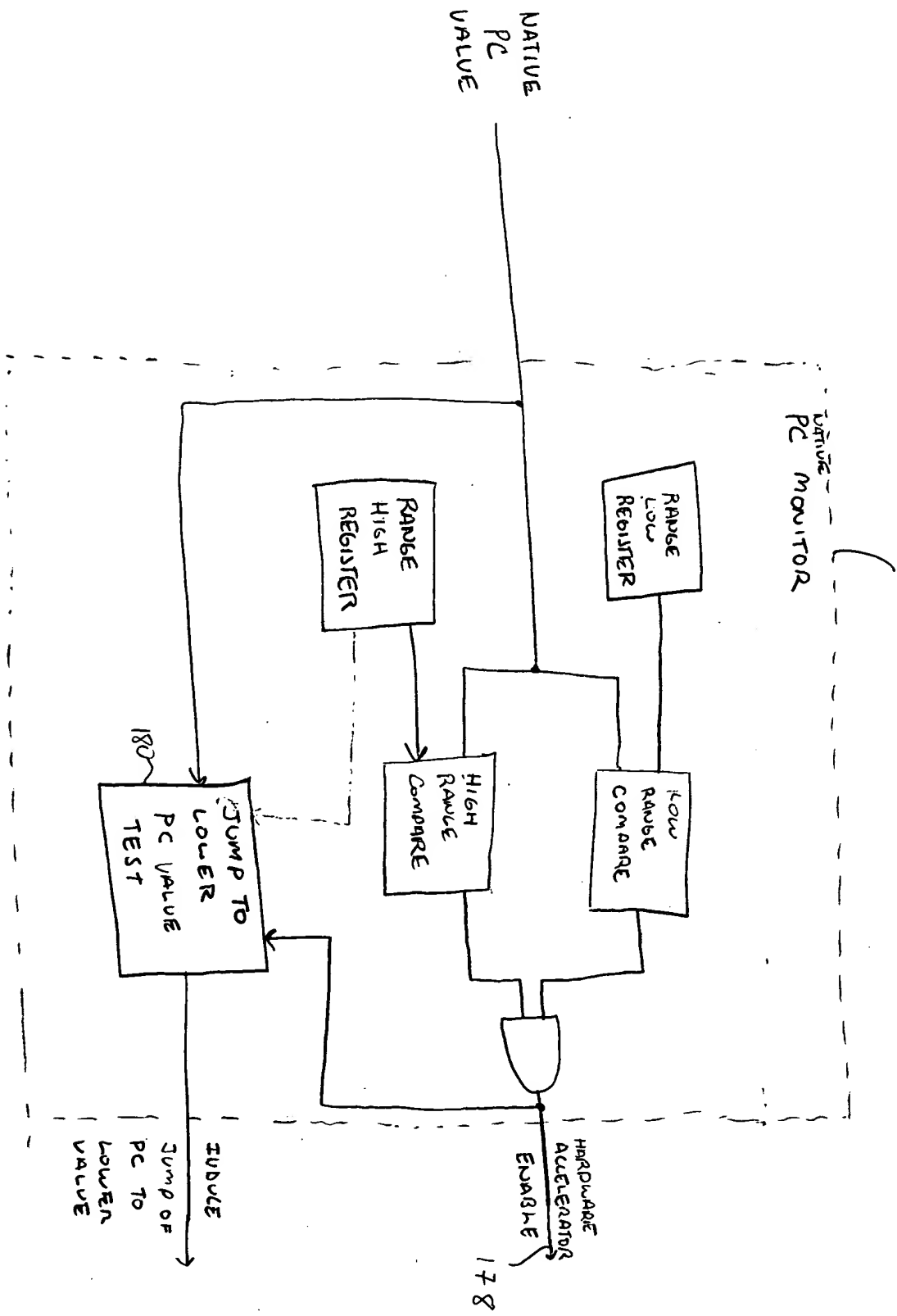


FIGURE 17

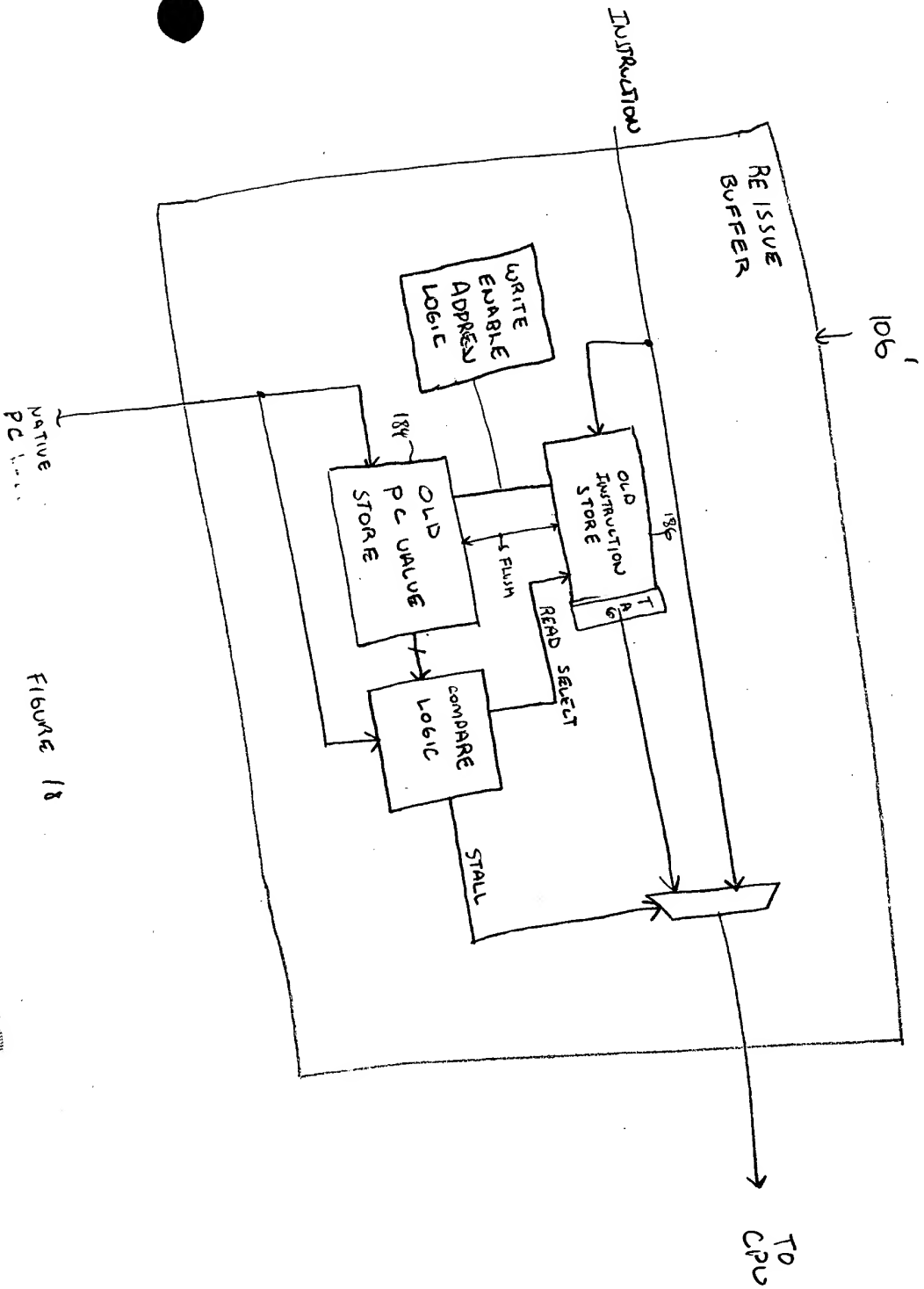


FIGURE 18

0960777 101300

		<u>IDEAL</u> <u>COMBINATION</u>	<u>VARs</u> <u>TEST</u>
i,load 31	→	LD → LD	NO
i,load 5	→	LD → LD	
i,add	→	OP → OP	
i,store 8	→	ST →	

DO LOAD OF
VAR 31 from
MEMORY

load var base stored in
stack manager into temp variable R1
Load word R1 + 31(x4)
put result into the top
of the stack

Figure 19

		<u>TYPE</u>	<u>IDEAL COMBINATION</u>	<u>VARJ - TEST</u>
BYTECODE A	→ i load . 3	→ LD	→ LD	YES
BYTECODE B	→ i load . 5	→ LD	→ LD	YES
BYTECODE C	→ i add	→ OP	→ OP	N/A
BYTECODE D	→ i const - 0	→ CONST		

FIGURE 20

VARS - H = 3
 VARS - L = 5
 OP TYPE = i add
 VAR - H control = 01
 VAR - L control = 01
 TOS modification = 2 + 1 - 1 = 1
 BYTECODES USED = 3